

CUBIVORE™

SURVIVAL OF THE FITTEST



INSTRUCTION BOOKLET

ATLUS



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

REPRODUCTION

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.

1 Player



Memory Card

THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

EVERYONE
Suggestive Themes
Violence



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Nintendo®

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STORY

A long time ago in a certain place, there was a land filled with Wilderness.

YO YO YO YO! WHERE IS THIS CERTAIN PLACE!? YOU HAVE TO BE MORE SPECIFIC, OR I WON'T UNDERSTAND!

Hmmm. I see. Then how about this...?

A long time ago in an uncertain place, there was a land filled with Wilderness. It is an uncertain place because I am uncertain where it is. There lived beasts, full of Wilderness ... Beasts overflowing with colorful Wilderness. The wind blew through the grass, the oases were filled with water, and the flowers bloomed red and purple.

WHAT IS COLORFUL WILDERNESS?

It's like a feeling, an instinct that "I must live on!" Another way to describe it is colorfulness. A beast must keep its flame of life burning brightly, and pass it on to its offspring. Wilderness represents this determination to survive. It is a trait that can be passed on to future generations. And as the level of Wilderness intensifies, the colors of nature will become darker and richer.

THAT MEANS YOU CAN'T HAVE KIDS WITHOUT COLOR.

That's right. The beasts full of Wilderness ate and were eaten, and continued to live harsh, but happy lives. But then, one day, those who ate the Wilderness without thought appeared in the land. They ate more than they needed, trying to hog all the Wilderness.

GEEZ, THEN WHAT HAPPENED?

The land became drab and unfertile as the Wilderness was drained from it. The number of beasts declined, while the same selfish creatures continued to ravage the land. Eventually, nature lost its color, and the land was bleached white.

THE LAND LOST ITS WILDERNESS? WHAT HAPPENED WHEN IT TURNED WHITE?

It became a land where nothing was born and where no beast could tread. If nothing is done about it, then eventually color will be lost elsewhere too. Meanwhile, the beasts that have exploited the Wilderness have grown "Raw-Meat", Meat which contains the essence of the Wilderness, which was stolen from the world.

SO THAT'S WHERE THE WILDERNESS WENT!?

Yes. This Raw-Meat is concentrated Wilderness. It must be taken back in order to return Wilderness to the world. But, this will not be easy, for the beasts with the Raw-Meat are incredibly strong.

MAKES SENSE.

The strongest of them all, the Killer Cubivore, has 6 pieces of Raw-Meat on his body! Unless you defeat him, Wilderness will never be fully restored.

SO, I NEED TO BEAT 'EM UP AND GET BACK THE WILDERNESS!

Yes, but it won't be easy. You must first become the King of All Cubivores in order to challenge the Killer Cubivore.

HUH?

In order to release the Wilderness back into the world, you must eat and eat and eat, and mutate and mutate and mutate, and even become beasts that are extinct before you can meet the true Killer Cubivore.

I GOT IT! I WON'T GIVE UP UNTIL I'M THE KING OF ALL CUBIVORES!

Eat like there's no tomorrow!

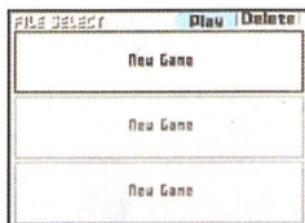
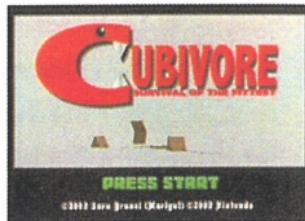
GETTING STARTED

Connecting the Nintendo GameCube™ Controller

This is a 1 player game. Plug the Nintendo GameCube™ Controller into the Nintendo GameCube™ Controller Socket 1. You cannot use a Controller plugged into any other port. Also, shut the power off before connecting/disconnecting Controllers.

Playing for the First Time

Place the Cubivore Game Disc in the Nintendo GameCube™ and turn the system on! A demo will start to play, so press START! From the title screen, select "GAME START" by pressing the A Button! The "FILE SELECT" screen will then be displayed. You can create up to 3 save files! Select "Play" from the choices at the top right of the screen by pressing the A Button! Now select a file that says "New Game"! Ooops! For those of you who don't have a file that says "New Game", select "Delete" instead at the top of the screen. Then pick a file which you no longer need and press the A Button to confirm your choice! Now you can select "New Game". From this point on, follow the in-game instructions to create a new file. The "NAME ENTRY" screen will appear. Choose a name that you can live with. If you can't think of a good one, then try using your own name. Use the Control Stick to move the cursor, and press the A Button to select a letter. You can input up to 10 letters. You can delete unwanted letters by highlighting and selecting "Delete", or by using the B Button. Once you've finished inputting your name, highlight "OK" at the bottom right of the screen, and press the A Button! Now that you have a name, you can start the game.



Loading Saved Data

If you want to continue from a previous save, select the save file you wish to load from the "FILE SELECT" screen and confirm your choice by pressing the A Button.

- The Nintendo GameCube™ alone cannot save data. A Nintendo GameCube™ Memory Card is necessary.
- Insert the Memory Card in Nintendo GameCube™ Memory Card Slot A before you turn on the system.
- In order to save your progress, you must have 13 blocks of empty space on your Memory Card.
- Do not insert or remove the Memory Card while saving or loading.



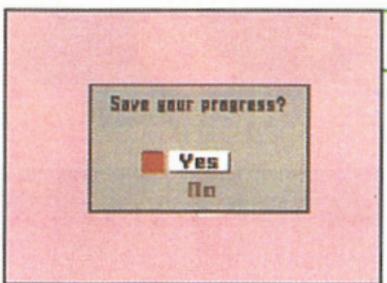
Continuing

The game ends if all of your Meat is eaten. But, don't worry. If you select "Continue", you can start at the beginning of the stage you were on or from your last save point. If you feel like quitting the game, selecting "Game End" will take you back to the title screen.



Saving After Clearing a Stage

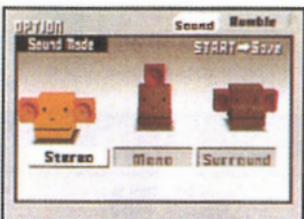
There aren't many places to save, but that is the nature of the Wild! When you clear a stage and open the door to the next area, you will be asked whether or not you want to save. Select "Yes" to save, or "No" to continue without saving. Your existing file will be overwritten if you select "Yes", so don't save if you want to keep it.



Saving After Mating

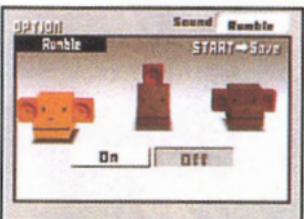
You can save after you mate and an offspring is born. Select "Yes" to save, or "No" to continue without saving. Your existing file will be overwritten if you select "Yes", so don't save if you want to keep it.

Options



Sound

At the title screen, select "OPTION" and press the A Button to bring up the "OPTION" screen. You will be able to choose "Stereo", "Mono", or "Surround" sound.



Rumble

You can turn the Rumble Feature On/Off by selecting "Rumble" at the top right of the screen. Press the B Button to exit the "OPTION" screen.

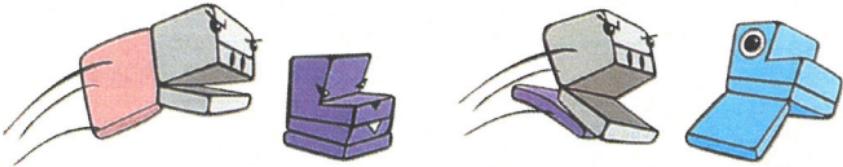
TRY USING YOUR REAL NAME.
IT'LL HELP YOU GET INTO THE GAME.

GAME PROGRESSION

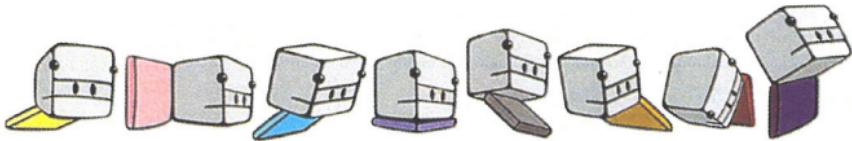
1 — Eat all you can, and you'll mutate!



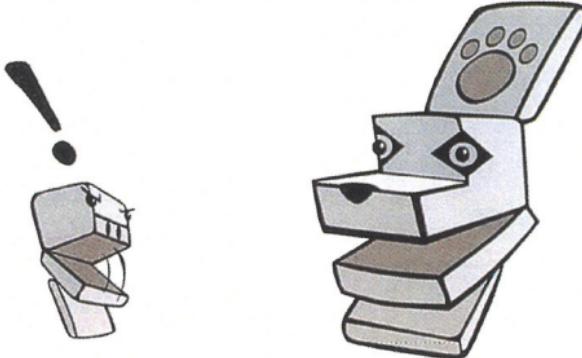
2 — Gain color and mutate. If you mutate into 10 different forms, you will be the King of 10 Cubivores.



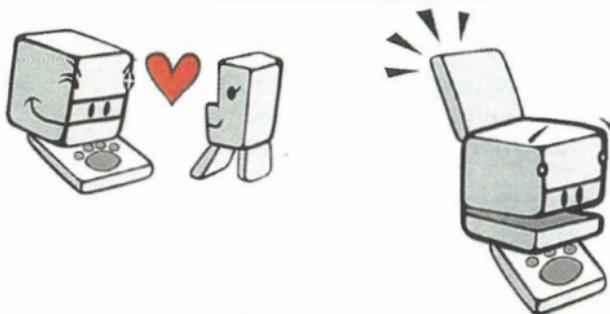
3 — The more you mutate, the more popular you will be with the females.



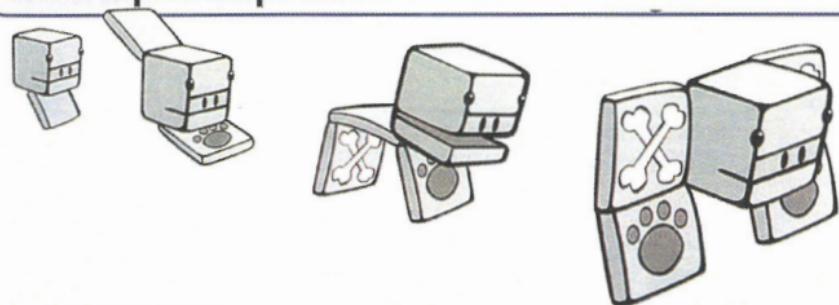
4 — Beat the bosses to get Raw-Meat!



5 — Raw-Meat will allow you to mate! Your offspring will be born with more Meat flaps.



6 — Repeat steps 1-5.



7 — Become the King of 100 Cubivores! Defeat the Killer Cubivore!



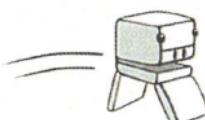
**Eat Meat and gain color!
Gain color and mutate!
Mutate a lot and become the King of 100 Cubivores!**

MOVING YOUR CUBIVORE



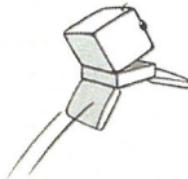
Walk/Run

You will move in the direction that you tilt the Control Stick. The further you tilt the stick, the faster you'll go.

**A**

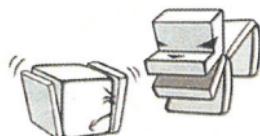
Jump

Your jumping ability will depend greatly on your current form.

**B**

Block

Blocking enemies' attacks will decrease the amount of damage you take.

**C**

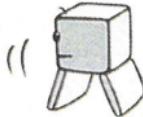
Pause

When the game has been paused, if you are not in the middle of a fight, you can select from "Bestiary", "Status", and "Rulebook".



Reverse

The speed at which you can back up will depend on your current form.



Intimidate/Position Camera

When you growl, a scared enemy will stop in its tracks. The camera will move to a position directly behind you.



Moving the Camera

Tilting the C Stick forward will move the camera to a position directly behind you, while tilting it left or right will rotate the camera in the corresponding direction. Tilting it downward will give you an elevated view.



+

Getting Up Quickly

You may be able to escape from dangerous situations by jamming on the Control Stick and the A Button. This allows you to get up faster or shake off enemies.

GAME SCREEN

Form Name

The name of your current form is displayed here. If a piece of your Meat has been bitten off, that will also be indicated (ex: 3 Wounds = 3 lost Meat flaps).

Lovebit Counter

The number of Lovebits that you've collected. If you manage to find 100 of them, you'll be down with all the chicks!



Meat Display

The number and color of Meat flaps you currently have.

Radar

The surrounding environment, including other beasts, will be represented here.

Stomach Gauge

The length of the colored bar reflects the size and fullness of your stomach, as well as how much life you have. As you are attacked, the bar will decrease, but your lost energy can be replenished by eating Meat or sleeping.

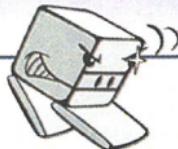
Information

Various instructions will be displayed here, in addition to your Cubivore's thoughts. When you are hunting, information about your enemies will be shown.

Hunting and Being Hunted

L

Use the L Button to target, or LOCK ON, to an enemy!

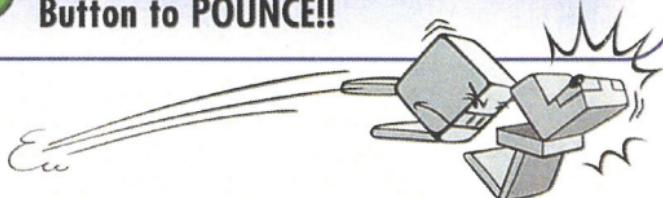


L

+

A

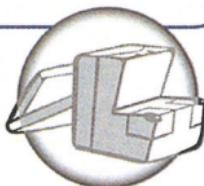
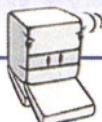
While holding the L Button, use the A Button to POUNCE!!



Attack until the enemy's Stomach Gauge (Life) has been depleted!

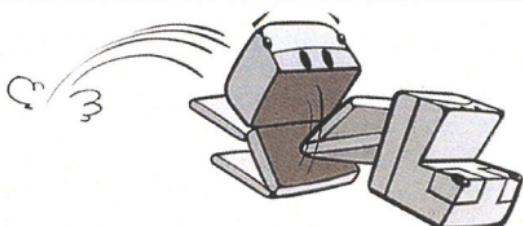
L

When your enemy is down, lock on to him again with the L Button.



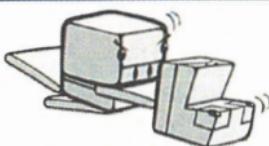
A

Then press the A Button to BITE his Meat.

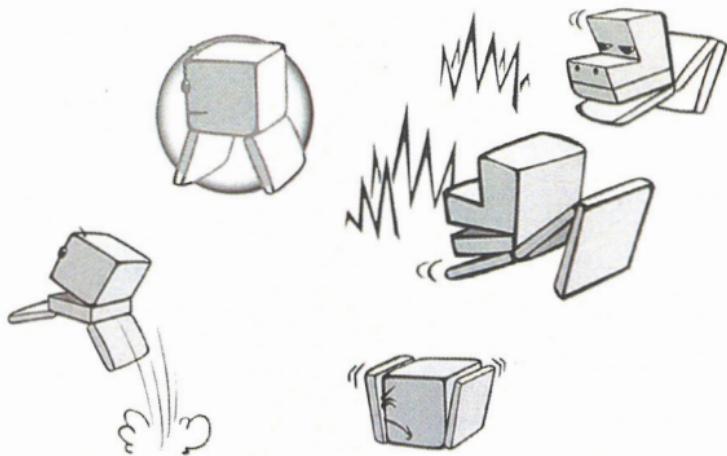




While biting, hold the Control Stick down to
TEAR OFF his Meat.



You are not the only one doing the hunting!!
If a red light appears around you, it means that an
enemy is targeting you.

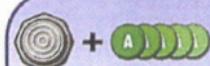


A

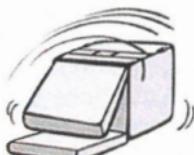
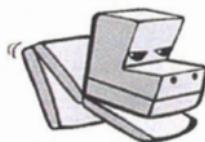
Press the A
Button to JUMP.

B

Press the B
Button to BLOCK.



If you fall to the ground, jam on the
Control Stick and the A Button to GET UP
as fast as possible.



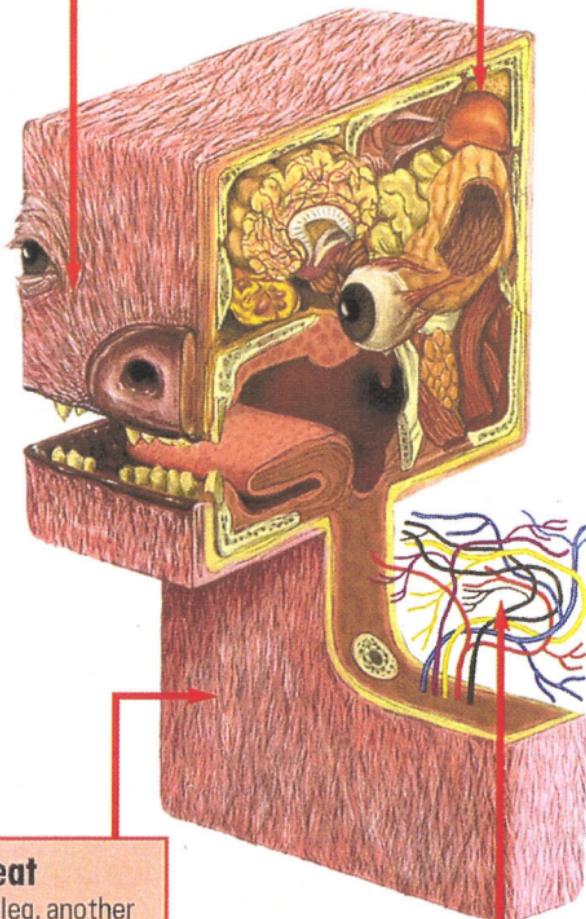
BODY STRUCTURE

Head

All beasts are comprised of a head and Meat. Inside the head is a brain of course, along with other vital organs.

Stomach

The larger its stomach, the stronger a Cubivore will be. When Meat has been eaten, energy is stored here, and blood flows through the veins of matching color.



Meat

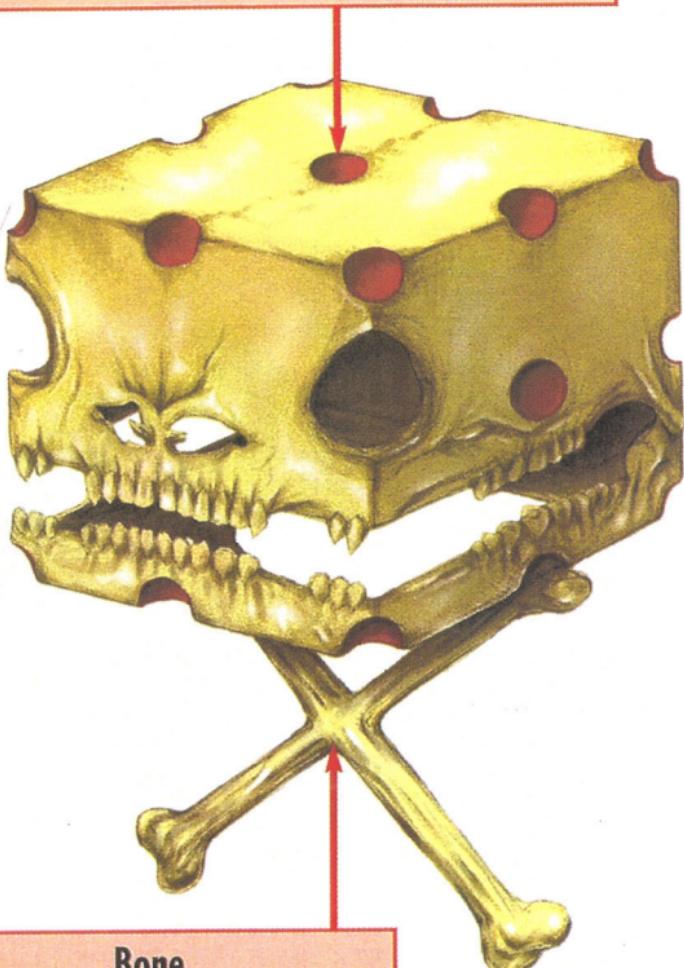
This can be a leg, another limb, or even a tail. The function of a Meat flap depends on where it is connected. The movement of a flap acts like a pump to circulate blood throughout the body, in place of a heart.

Veins

Cubivores have five types of blood vessels: yellow, red, blue, purple, and grey. The blood traveling through these vessels determines the color of a beast's Meat. When a Cubivore takes a Doo, the color from one Meat flap will be lost.

Joint

Holes in the skull that help determine the form of a beast. A beast is born with a total of 23 joint holes, though they may not all be used. Because of these holes, a beast can mutate by forming new crossbones that connect to the joints.



Bone

This specially shaped bone, found only in Cubivores, is known as a crossbone. It cannot be broken. Herbibeasts have a completely different bone structure.

Thanks to your remarkable skeletal system, you can mutate continuously!



LIFE FORMS

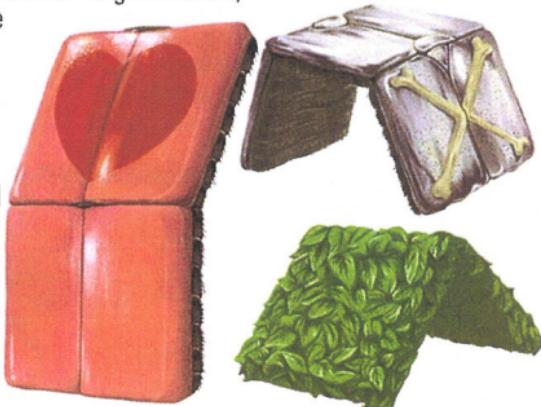
Bosses and Their Cronies

There are many beasts in this world. The strongest beast in each area is called the "Boss". Its body and stomach are big, and at least one of its flaps is Raw-Meat. If you don't eat its Raw-Meat, you will not be able to continue the game. The cronies around it are persistent. But, eating their silver Meat won't give you any color. They're just a pain in the butt! Also, if you don't get any Raw-Meat, you can't mate! You do wanna mate, don't ya!? Then you better get on it!!



Bugs

Bugs are simple life forms without heads. The grassy one on the right is a Vegetabug. If you eat it, it will fill your stomach a little, but it will not cause you to mutate. Red Vegetabugs are similar to green ones, except they will attack you. The bug with the heart mark is a Lovebug. Eating one of these builds up your Love Points by 3. The silver one on the right is a Wildabug. These bugs are filled with nutritious Wilderness, and if eaten, they will help return Wilderness to the land. You'll be able to enter the white areas, if you eat enough.



Herbibeasts

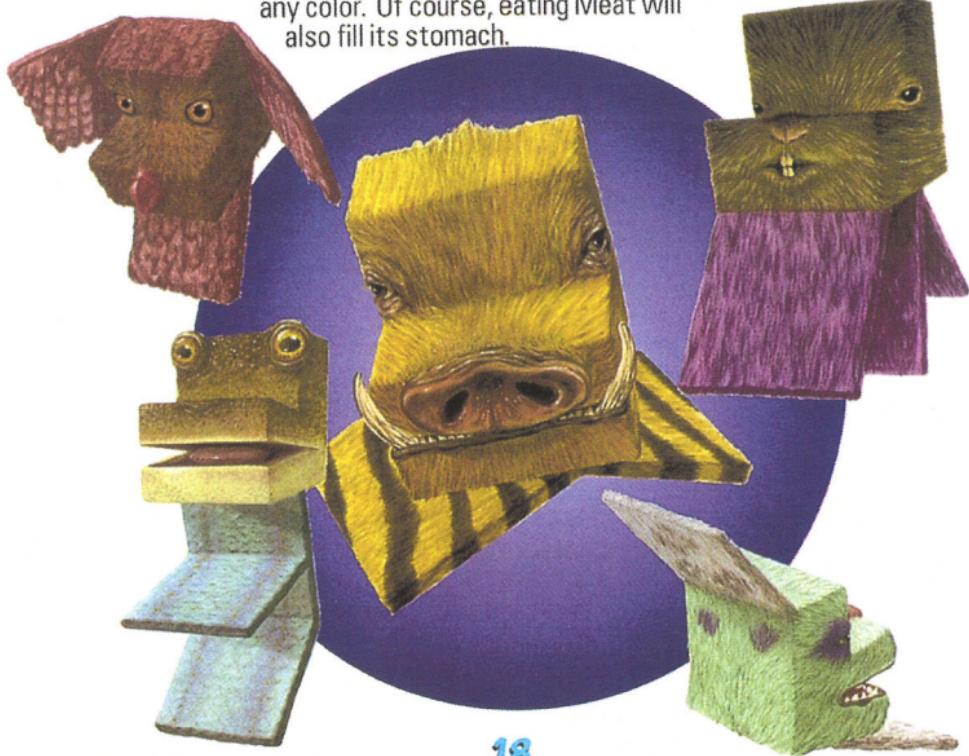
Harmless creatures with heads and bodies made of grass flaps. Eating them will replenish your life and heal any bite marks. Generally, they won't attack, but they do run fast.



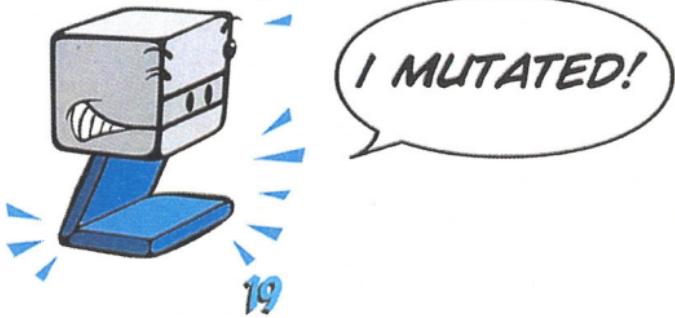
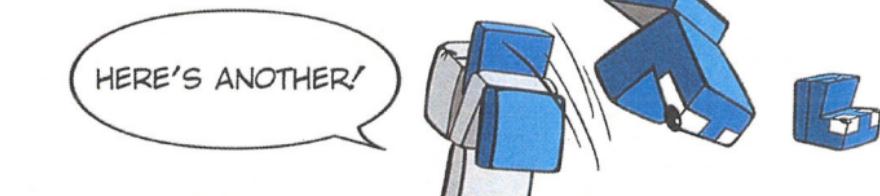
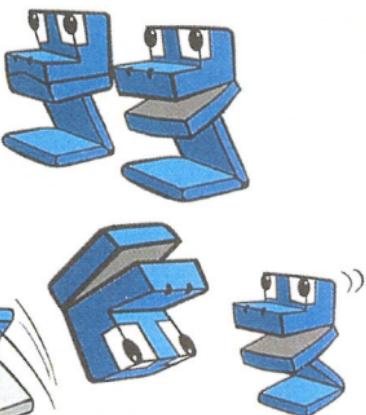
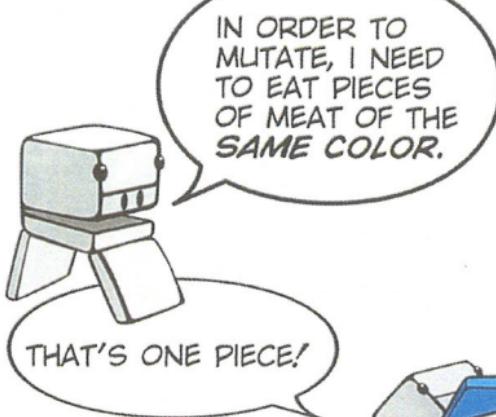
Cubivores

Vicious beasts whose bodies are made of Colormeat. When their Colormeat is eaten, that color will be incorporated into your own Meat. By gathering color, you can mutate into a new beast. Even if a Cubivore's Meat is bitten off, it can recover by eating Colormeat. However, when it does, it will not absorb

any color. Of course, eating Meat will also fill its stomach.

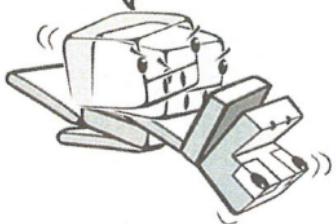


Mutation

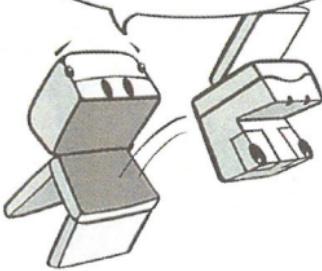


Advanced Techniques!

I'M GONNA BITE DOWN HARD SO IT CAN'T RUN AWAY.

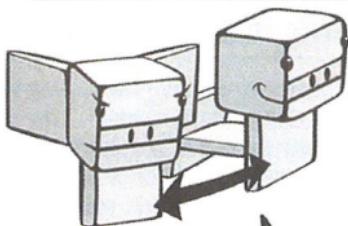


NAH, I'D RATHER NOT EAT THIS.



 Tap down on the Control Stick to Rebite

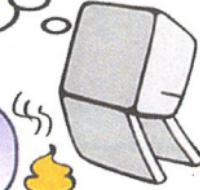
 B Button to release



I DON'T NEED THESE COLORS ANYMORE.

I CAN MUTATE INTO THE FORM OF OTHER OFFSPRING THAT HAVE BEEN BORN.

 Z Button to take a Doo



 Press left or right on the +Control Pad to EZ-Mute.

A couple more things!



Use the X Button for the Diet Plan.

USE THE DIET PLAN WHEN YOU WANT TO LIMIT HOW MANY PIECES OF MEAT YOU EAT AT ONCE.

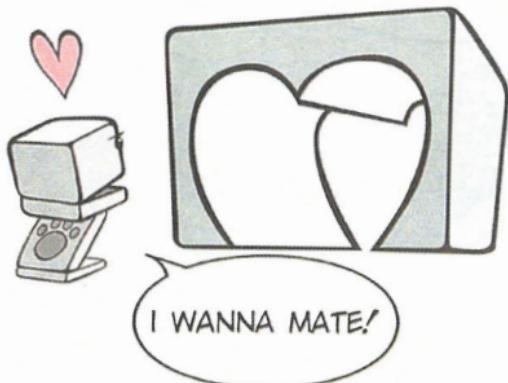


Jam on the A Button when an enemy bites you to shake him off. If you're lucky, you can escape!

Almost forgot!

If you're injured, you can recover by eating Meat! The color of the light around an enemy you're targeting is the same as the color of his Meat. These are good things to remember!

Mating and Bearing Offspring



Entering a Love Tunnel

When you eat a piece of Raw-Meat, you will then be able to enter a Love Tunnel. The females will drop by and it's mating time! The number of females that show up will depend on how many times you've mutated (X in "The King of X Cubivores").



Selecting an Offspring

When you mate, you may bear several offspring. Pick the one from the available forms that you'd like to play as. The offspring you pick will be added to your choices for EZ-Mutation, and you can instantly mutate into it using the +Control Pad.



Pale Bluncyee Z-Limb
Maraca

The Secret to Picking

When you pick an offspring, that offspring will have a better chance of bearing offspring of the same family. Use the Z Button to check for forms you have not yet seen, and pick the best one then make your selection.

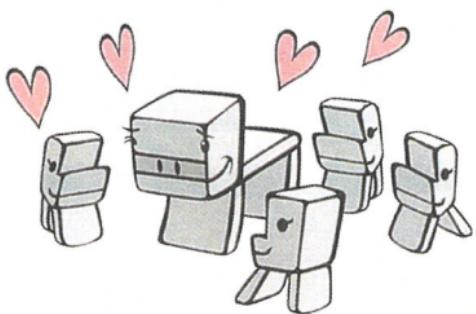


100 Lovebits



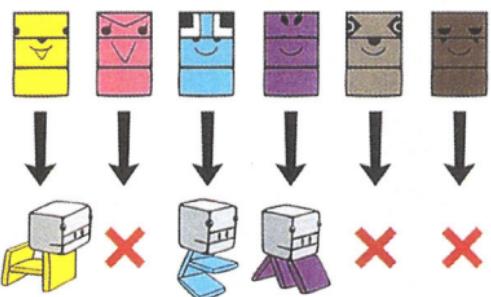
If you enter a Love Tunnel with at least 100 Lovebits, all the females you mate with will bear offspring.

Females just love males with "Experience"!



The number of females that show up depends on the number of mutations you've undergone (The King of X Cubivores). Females love mutation.

No matter how popular you are with the chicks...



There's no point if they don't bear any offspring. The kinds of offspring that are born depend on how you play, your current form, etc...

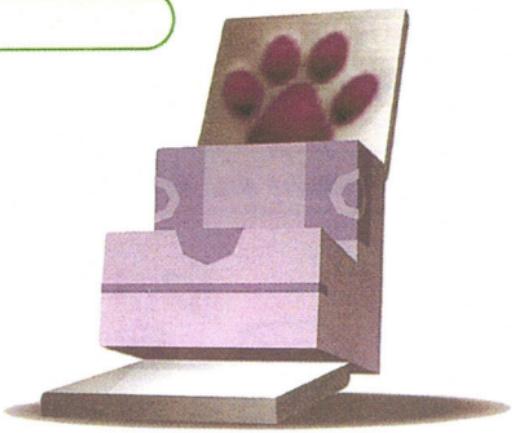
**Selecting the right offspring is very important!
It might make a big difference later on!**

Bosses and Raw-Meat



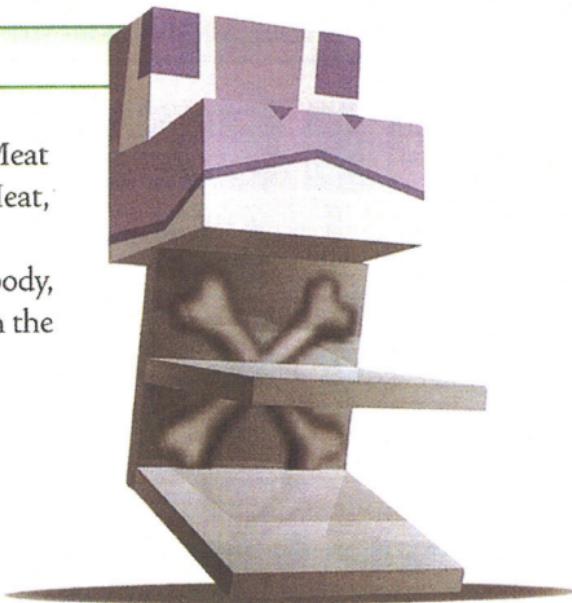
Raw-Paw

That tasty looking piece of Meat on a boss's body is known as Raw-Meat. The first piece you'll find is Raw-Paw, and it belongs to the boss of the Bleach White Highlands. Having Raw-Paw on your body allows you to dash using the R Button.



Raw-Bone

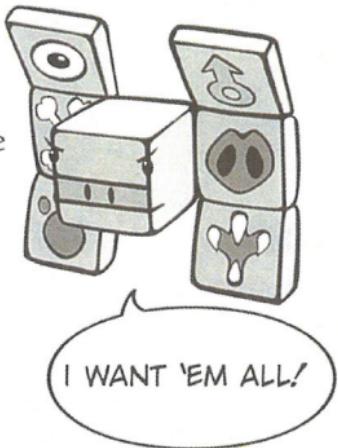
The second type of Raw-Meat is called Raw-Bone. It's Meat, but it's also bone. Having Raw-Bone hardens your body, allowing you to block with the B Button.



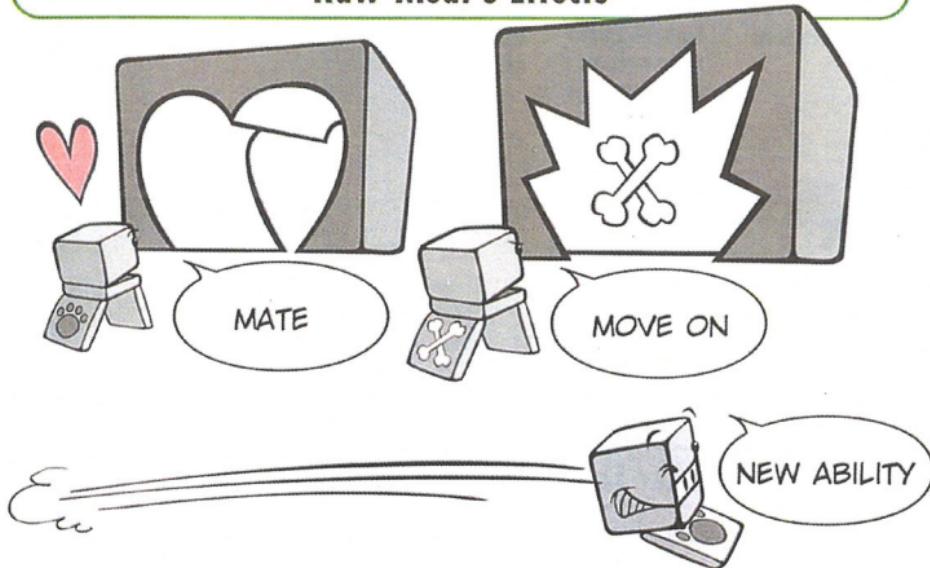
The Powers of Raw-Meat



Every piece of Raw-Meat, when eaten, will open the door to the next stage and give you the opportunity to mate. Besides that, each piece will also have some other positive effect on you. It might give you the ability to dash, increase your defense, or let you pounce while dashing. Certain ones even offer cool abilities like being able to camouflage yourself from your enemies.



Raw-Meat's Effects

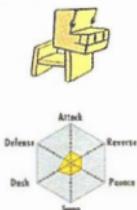


There are 3 effects of Raw-Meat.

1. Opens a door
2. Allows mating
3. Enables a special ability

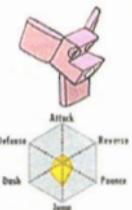
Understanding Forms

Color Differences



Defense Attack Reverse

Dash Pounce Jump



Defense Attack Reverse

Dash Pounce Jump



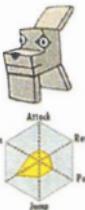
Defense Attack Reverse

Dash Pounce Jump



Defense Attack Reverse

Dash Pounce Jump



Defense Attack Reverse

Dash Pounce Jump

Yellow

The attack power of Yellobrates is amazing! They are not very fast, but they are also good at blocking. This color is pretty useful.

Red

The jumping ability of Redapeds is very impressive! They are especially good at dodging enemies' attacks by jumping, and then counter- ing with their own attacks.

Blue

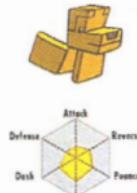
The Bluocytes are known for their long range pounce. They can target enemies from far away and inflict heavy damage.

Purple

Purpials can back up quickly! They can also target enemies while pressing the X Button to back away.

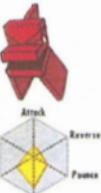
Grey

Greyodonts are magnific- ent dashers! Their other abilities are very bal- anced. Indeed, they are fierce beasts.



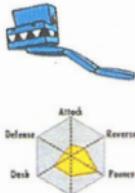
Defense Attack Reverse

Dash Pounce Jump



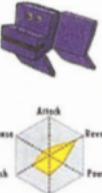
Defense Attack Reverse

Dash Pounce Jump



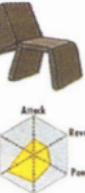
Defense Attack Reverse

Dash Pounce Jump



Defense Attack Reverse

Dash Pounce Jump

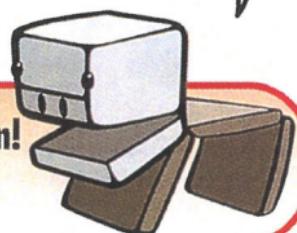
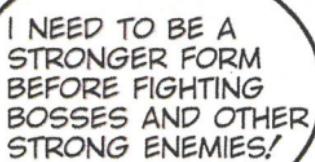
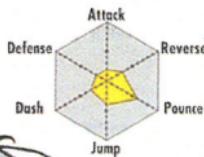
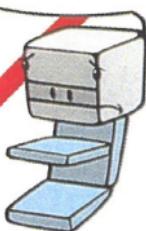
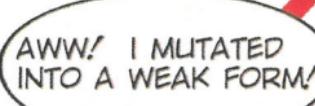
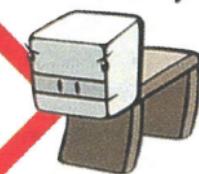
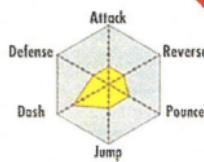
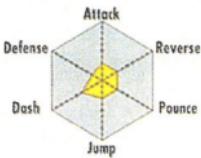
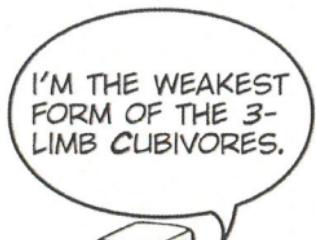


Defense Attack Reverse

Dash Pounce Jump

The Darker the Color, the Stronger the Cubivore

In this game, some beasts are darker than others, but the strongest beasts are the ones with the darkest Meat. At the beginning, you start off with a Pale Cubivore with light colors. When you become stronger, you become PaleDark with both light and dark colors. If you grow even stronger, then you will become a Dark Cubivore. As you continue to grow darker and darker, you will become more and more powerful.



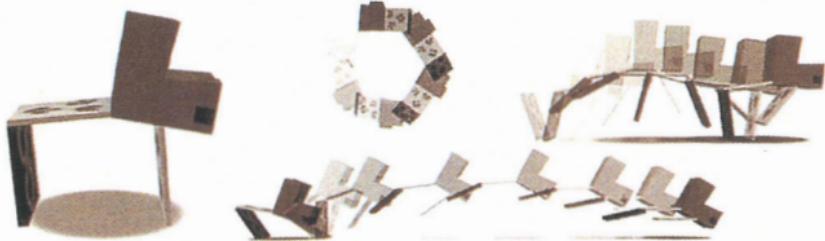
Your strength changes with your form!
Be careful about WHEN you mutate!

Cranky



With a low center of gravity and short legs, this type of Cubivore doesn't have much speed. Also, because its head, legs, and body are connected in a complicated manner, its joints are not very flexible. But, its jumping ability can help it escape dangerous situations.

Folder



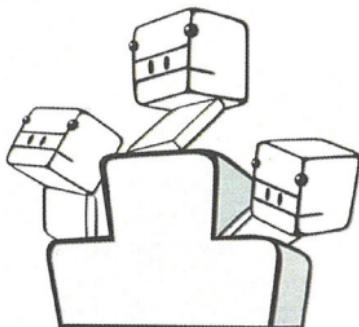
This is a typical form for the body of a Greyodon. The placement of its Meat is more efficient, allowing it to run short distances. The front legs have developed to support the weight of the head, kind of like front wheel drive. When more joints are added, the weight of the tail will help balance the beast's front and back ends.

Scentaur



This type of Cubivore looks similar to Folder, but its head, body, and front legs are connected at one point, allowing more freedom of movement. For this reason, its movement is swifter and smoother. Also, because its head is lower, wind resistance is less.

Who's Number One?



Pounce

Bluocytes such as Mobius, Waterbed, and Cowbell are the best pouncers. Their movement is distinct, but their pouncing distance can make attacking easier.

Greyodons are the next best pouncers, although there is a significant difference between their range and Bluocytes'. Yellobrates are weak in this area. For instance, Hyphen, with 1 limb, will out-pounce Bulldozer, with 6 limbs. Worst of all is the 1-limb Cubivore, Tirejack.

Dash

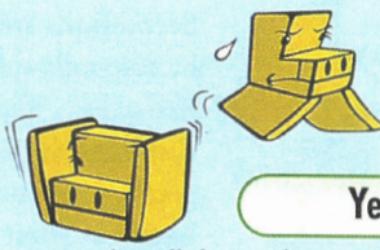
Scenturions are the fastest, followed by Trapperkeepers. In third are Bedheads... The 6-limb Greyodons dominate the top 3. Because of their great acceleration, they cannot be beaten in short distance runs.

Harems, which are Purpials, are not far behind. Although they have high wind resistance, they still rank fourth. At the opposite end of the spectrum are Yellobrates. Even the 6-limb Cubivore, Bulldozer, cannot win against the 2-limb Greyodon, Scenter. The worst is the 1-limb Yellobrate, Tirejack.

Jump

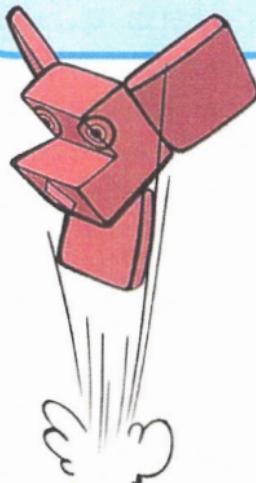
Redapeds are known for their jumping ability. Vice, Magnum, and Unionjack are the top three in this category. Their air time is pretty long too. While Scenturion, a Greyodon, is a decent jumper, he's no match for the 2-limb Cubivore, Bevel. Even the weakest of the Redapeds, Hanky, can jump as well as Bedhead, a 6-limb.

Color-Based Fighting



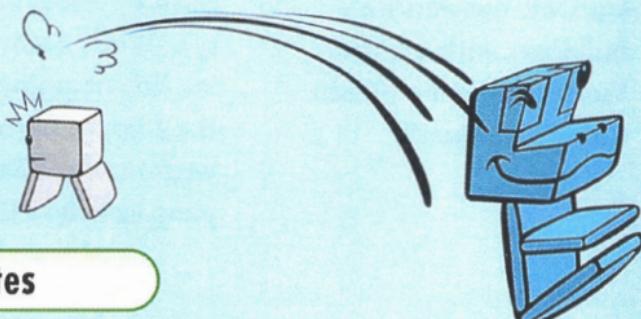
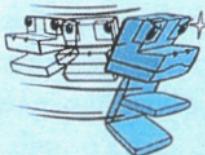
Yellobrates

Honestly, Yellobrates have very little speed, but their attack strength and blocking ability are good. Block when other enemies pounce, and retaliate when you see an opening.



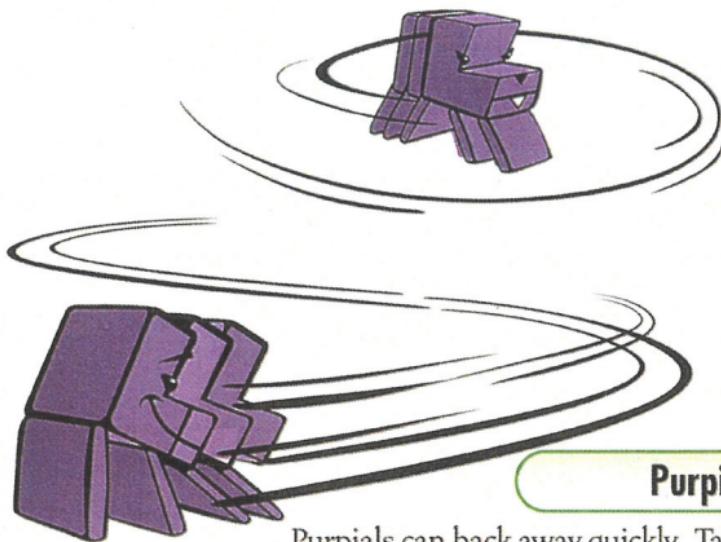
Redapedes

Redapedes have Meat - like wings and can jump very high. Since their attack power is not very good, jump to dodge enemies' attacks and then retaliate immediately.



Bluocytes

The sniper of the animal kingdom is the Bluocyte. It can target an enemy from far away and pounce unexpectedly!



Purpials

Purpials can back away quickly. Target an enemy while backing away, and then pounce when it drops its guard! These Cubivores can also turn sharply.

Greyodons

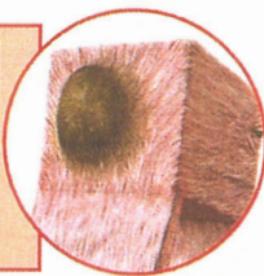
Greyodons are strong. All of their abilities are well-developed, but their attack strength and dash speed are amazing. Once you become a Greyodon, it's okay to fight without a strategy.

Training

Hump



When you grow a hump, your stomach will restore itself quicker. Your hump can be powered up by collecting Hump Bits and by using the Treadmill.



Scar



When you have gained experience or trained at the Training Grounds, indications of your growing strength will appear on your body. A scar on your forehead will make you look more intimidating and increase your defense. The damage you receive during battle will decrease too. This can be powered up with Scar Bits and by using the Rampage Bowl.

Horn



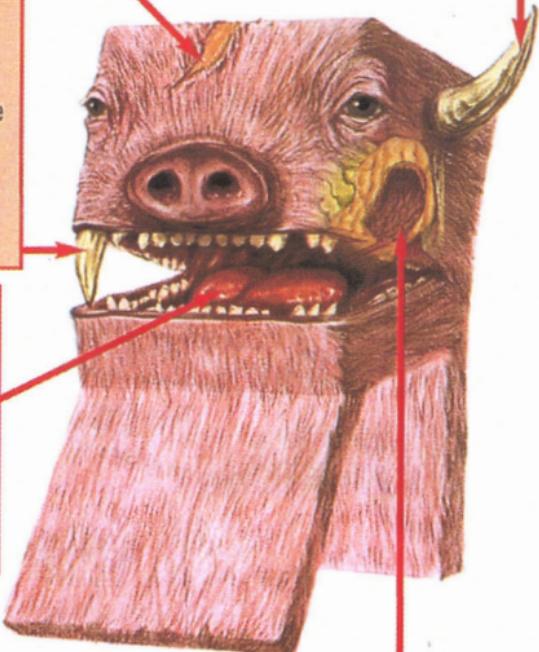
When you grow a horn, your attack strength will increase. This will enable you to do greater damage when you pounce. Your horns can be powered up by collecting Horn Bits and by training with the Wooden Horse.

Fang

Once you've grown a fang, you'll be able to tear off more than one Meat flap at a time. When you have two fangs, you'll be able to rip off even more in one bite.

Tongue

When you train to strengthen your tongue, you will learn the technique "Eat-N-Run" where you can quickly rip off Meat from a weak enemy while it is standing.



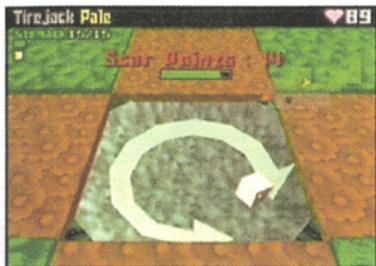
Stomach

The size of your stomach represents your life, or how much stamina you have. Your stomach size is determined by how much Meat you've eaten and the form you are currently in.



Wooden Horse

Always strengthen your body at the Training Grounds in each stage. Use the Wooden Horse to grow or strengthen your horn(s). Target it using the L Button, and press the A Button to pounce. Train until you break the head piece.



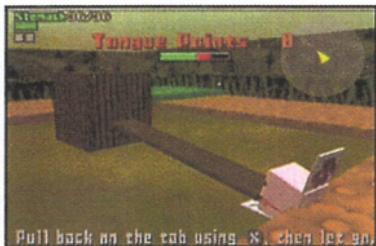
Rampage Bowl

Toughening your hide and raising your defense is done in the Rampage Bowl. Jump inside and use the Control Stick so that you roll in the direction of the arrow. Roll around inside the Rampage Bowl until it becomes smooth.



Treadmill

If you jump on the Treadmill and keep running without falling off, you will grow a hump on the back of your head. The hump will help you recover your health more quickly. Train until the Treadmill becomes black.



Bullfrogstool

Use the Bullfrogstool to strengthen your tongue. Lock on to it using the L Button, press the A Button to bite it, and then pull down on the Control Stick while pressing the X Button. After stretching it out, let go of the X Button to release it.

Fang(s) / Stomach

Neither your stomach nor your fang(s) can be strengthened at the Training Grounds. Your fangs will grow naturally when you've eaten enough Raw - Meat. The size of your stomach depends on the amount of Meat you've eaten and what form you are currently in. Eat like crazy, and don't forget to mate.

Beast Info

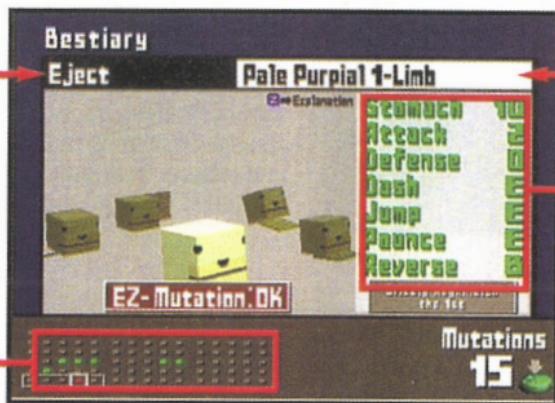
Bestiary

When you pause the game by pressing START, a menu will be displayed. Select the first option, "Bestiary". Use the Control Stick to select forms that you have mutated into in the past. You will be able to view information about them.

Form Name

Classification

The Cubivore's color and darkness are displayed, as well as the number of Meat flaps it has.



Bestiary Tile

Each of these small squares represents a different form. Cubivores are grouped vertically by number of Meat flaps and horizontally by color. The green squares represent forms that you have already mutated into. The grey ones are forms that you have not yet become. Red ones are forms that you can EZ-Mute into.

Stats

The stats of the selected Cubivore are displayed.

*Description

Press the Z Button to view a description of the selected Cubivore.

Status

From the pause screen, select "Status" to view your Cubivore's current status information.

Current Stage

Time elapsed

Form name

Classification

Name

Number of mutations



Raw-Meat that you have

Number of Rejuvinators and Lovebits

Number and color of Meat flaps

Abilities

Stomach Condition

Displays the strength of each ability.

Rulebook

View explanations of words used in the game.



Map

Door

A door that opens once you defeat the boss of the stage and claim his Raw-Meat. It leads to the next stage, but once you go through, you will not be able to come back.

Rejuvinator

An item that can be carried with you and used to fill your stomach. To use it, pause the game and then press the Z Button.

Tunnel

A tunnel that connects to a different area. You can come and go through here.

Lovebits

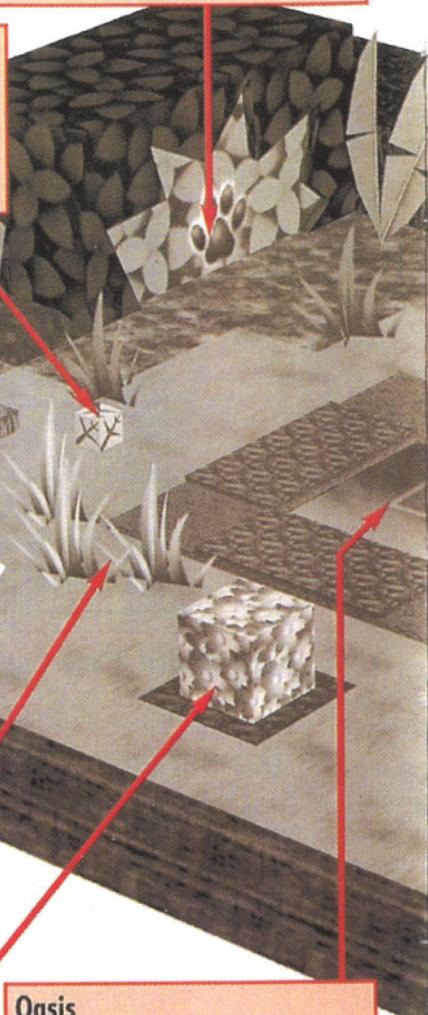
Collect 100 of these, and the females that you mate with in the Love Tunnel will all bear offspring.

Snackgrass

This patch of grass will fill a small portion of your stomach. It will also grow back after a short time.

Grass Box

A grass box that might have an item hidden inside. Open it by pouncing on it.



Oasis

Stay here for a while, and your stomach will become full.

Wildabug

Eat some of these, and Wilderness will return to the barren land.

Barren Land

Land where Wilderness no longer flourishes. It cannot be entered. Eat a lot of Wildabugs, and the Wilderness will return, giving you access to the area.

Love Tunnel

The Mating Grounds where you mate with females and offspring are born. A fresh piece of Raw-Meat is needed to enter.

Hump Bit

These are needed to grow and strengthen your hump.

Scar Bit

These will put a scar on your head and increase your defense.

Horn Bit

These are needed to grow and strengthen your horns.

Slot Token

To change the color of your Meat, press the buttons according to the instructions on screen. If you do it correctly, you may be able to mutate.

Seed of Fright

This allows you to intimidate enemies using the Y Button. An enemy who's been frightened will freeze for a moment.

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1-900-225-5285 24 hours a day, 7 days a week. This call is \$1.25 per minute. Must be at least 18 years old or have parent's permission to call. Touch Tone phone required. Call to listen to helpful hints that can help you master Cubivore!

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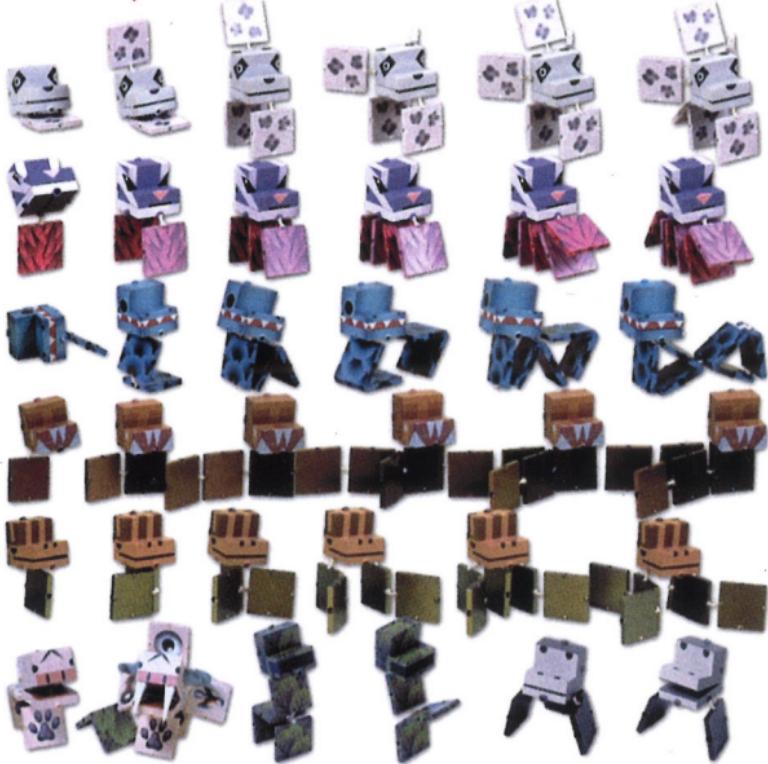
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EATING THEIR WAY TO A TOY STORE NEAR YOU!

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newaccounts@diamondcomics.com





ATLUS USA
15255 Alton Parkway, Suite 100
Irvine, CA. 92618
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